CAPCOM® VS. SNK® 2

MARK OF THE MILLENNIUM 2001

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ESRB

CAPCOM®

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting CAPCOM VS. SNK 2 MARK OF THE MILLENNIUM 2001 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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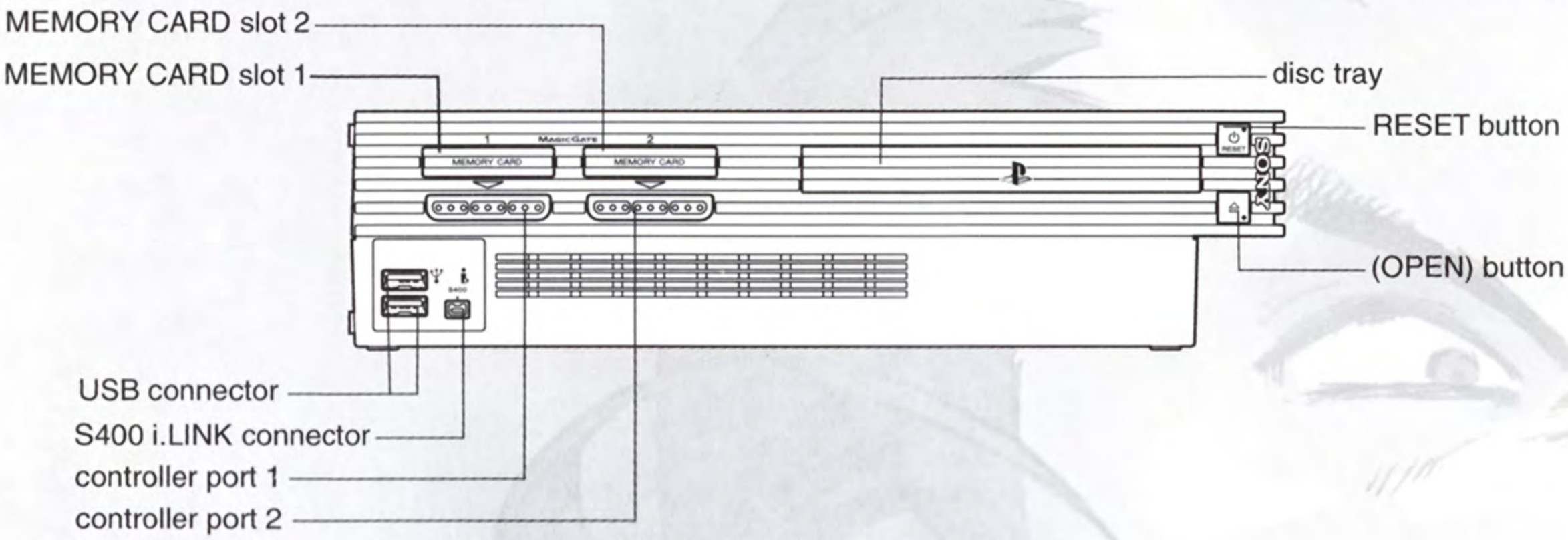
SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **CAPCOM VS. SNK 2** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved **CAPCOM VS. SNK 2** games.

At least 110Kb of free space must be available on the memory card in order to save game data. If less than 110Kb of free space exists, erase some older data before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see "Save/Load" on page 11.

DUALSHOCK™2 ANALOG CONTROLLER

L2 button – Kick x 3 (KKK)

L1 button – Punch x 3 (PPP)

directional buttons – Move character (see below)

left analog stick – Move character (see below) (L3 button when pressed in)

SELECT button – Taunt

ANALOG mode button

START button – Pause/Resume; join in Player 2

right analog stick – not used (R3 button when pressed in)

R2 button – Heavy Kick (HK)

R1 button – Heavy Punch (HP)

△ button – Medium Punch (MP)

○ button – Cancel; Medium Kick (MK)

× button – Confirm; Light Kick (LK)

□ button – Light Punch (LP)

DIRECTIONAL BUTTON/LEFT ANALOG STICK CONTROLS

- ⬆ – vertical jump
- ⬈ – diagonal forward jump
- ➡ – move forward
- ⬊ – crouch
- ⬇ – crouch
- ⬋ – diagonal backward jump
- ⬅ – move backward; upper block
- ⬋ – crouch; lower block

Note: These controls are for fighters facing right. Reverse the left/right controls for fighters facing left.

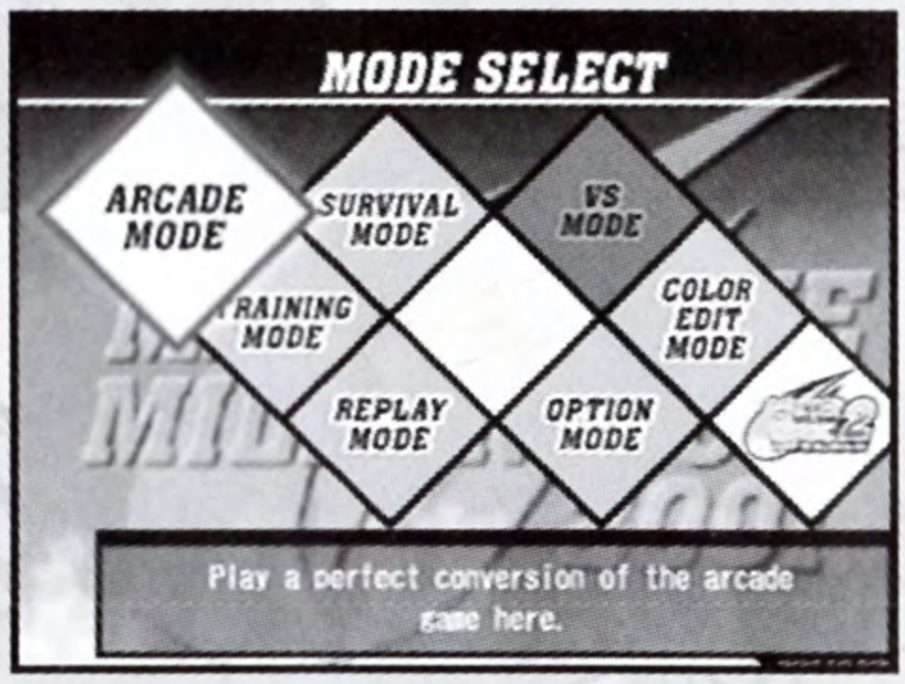
- **CAPCOM VS. SNK 2** is best played with the DUALSHOCK™2 analog controller. For one player, the controller should be connected to Controller Port 1. For two players, connect two controllers to Controller Ports 1 and 2. With this controller, the ANALOG mode button and mode indicator should be set to ON.
- The controls shown here are the default assignments. You can change the button assignments in Option Mode. (See pages 10-11.)
- When Vibration is set to ON, the controller will vibrate if the player is hit. You can turn Vibration ON/OFF in Option Mode.
- To reset the game and return to the Title screen, press and hold the START and SELECT buttons simultaneously during gameplay.

STARTING A GAME

When you turn ON the PlayStation 2 computer entertainment system with the **CAPCOM VS. SNK 2** disc inserted, you may see a notice that a Memory Card (8MB) (for PlayStation 2), formatted to save your games, is not inserted. Turn OFF the system, insert a blank memory card (or one with previously saved **CAPCOM VS. SNK 2** games), and then turn the power ON. If you do not want to save your game, the software allows you to play without inserting a memory card. Press the START button to continue.

This game requires 110Kb or more of free space on a memory card in order to save games.

1. In the Title screen, press the START button to display the Mode Select menu. (See "Game Modes" beginning on page 8 for descriptions.)
2. Press the directional buttons or left analog stick to choose a game mode, and press the START or **X** button to accept.
3. Choose your team's Groove. (See "Grooves" beginning on page 12 for information.)
4. Choose your character(s) and press any button except the L1, L2 or SELECT button after each choice. The color of the fighter depends on the button you press.
5. When starting a Ratio Match, assign Ratio Points to your characters so that the total is always 4. (See "Game System" on page 7 for an explanation of Ratio Points.)



BASIC MOVES

NORMAL MOVES

Press a punch or kick button. The move varies depending on the character's posture when you press the button.

SPECIAL MOVES

By combining directional button/left analog stick moves and button presses, you can perform various Special Moves. The moves listed below are common to all characters. (Use the COMMAND LIST option in Training Mode to see a list of your character's individual Special Moves.)

- **BLOCK & GUARD CRASH**
  Block an opponent's attack by pressing the directional button/left analog stick away from the opponent. Use Upper Block or Lower Block depending on the opponent's attack. Each time your character blocks, the Guard Crash Gauge drains a bit. If your character keeps blocking the opponent's attacks, eventually the gauge will empty and your character's block will be broken (a Guard Crash). When this is about to happen, the blocking effect turns red and the character's Vitality Gauge frame starts to blink. After a Guard Crash, your character will be unable to block for awhile until the gauge recovers.

- **SUPER JUMP**
  Press ↓↑ to jump higher than a normal jump.

- **DASH**
  Press →→ or ←← to move faster than a normal walk.

- **THROW/GRAB**
  When near an opponent, press → or ← + HP or HK to throw the opponent. Some characters do a grab move instead of a throw.

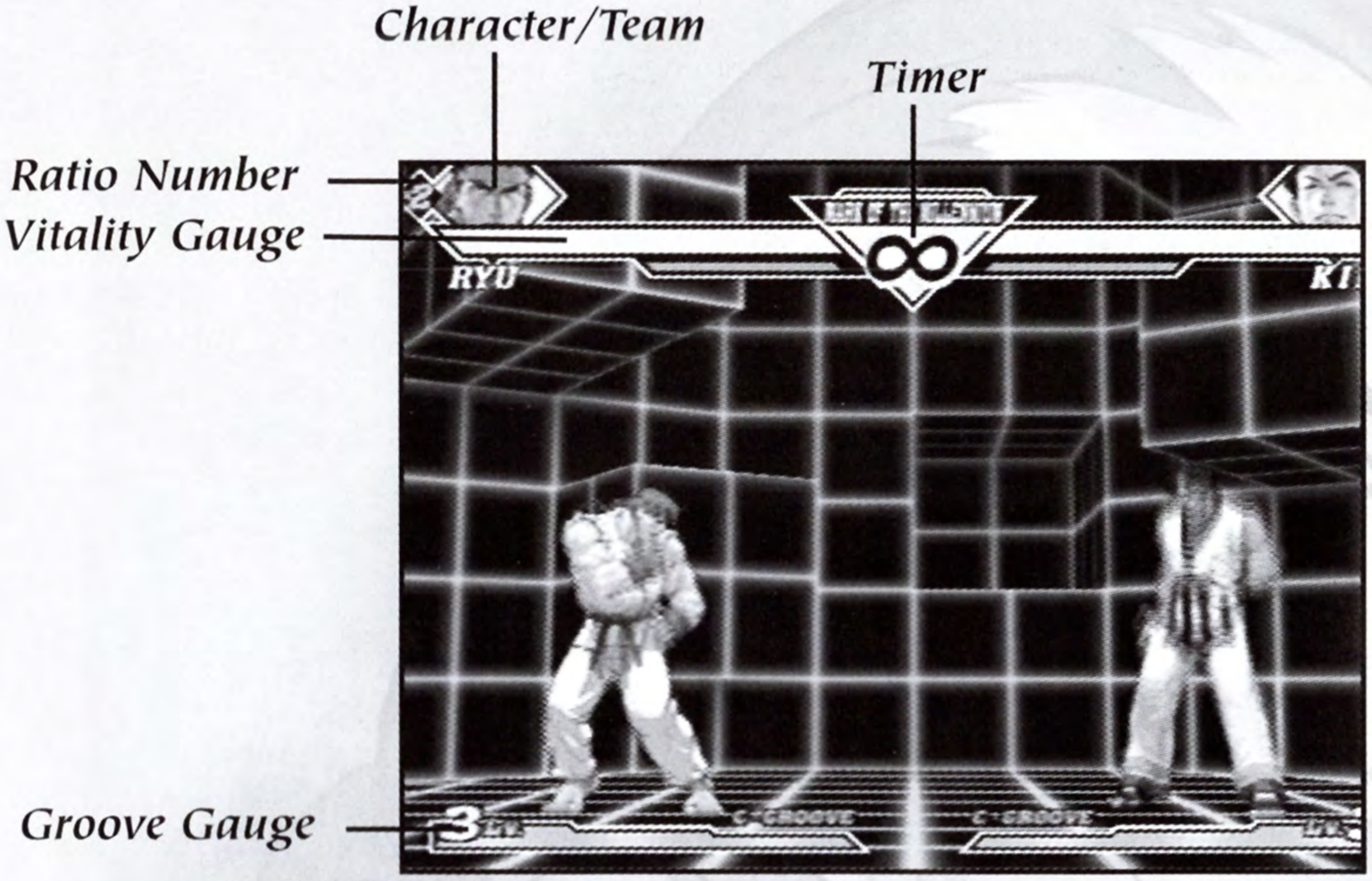
- **THROW ESCAPE**
  The moment an opponent grabs your character, press → or ← + HP or HK to escape.

- **EMERGENCY DODGE**
  Press LP + LK simultaneously for a quick dodge. Your character will perform either a backlash or parry, depending on the Groove (see pages 12-15.) Emergency Dodge is not available in some Grooves.

- **DIZZINESS RECOVERY**
  If the opponent's attacks cause your character to become dizzy, press any punch and kick buttons rapidly to recover quickly.

- **TAUNT**
  Press the SELECT button to mock your opponent.

GAME SCREEN



- **CHARACTER/TEAM**
  Pictures of your character and team members appear here.
- **RATIO NUMBER**
  The current fighter's name and Ratio Number appear here (see page 7).
- **VITALITY GAUGE**
  Tracks the vitality of the fighting character. The color bar decreases as the fighter takes damage. When the gauge is low, the frame begins blinking. If the vitality reaches zero, the character is K.O.'d.
- **TIMER**
  Remaining time. When the time reaches zero, the match is decided by the remaining vitality of both teams. When you're playing an untimed game (∞), the match continues until a player is knocked out (K.O.'d).
- **GROOVE GAUGE**
  The effects on this gauge vary depending on your selected Groove (see pages 12-15).
- **GROOVE POINT GAUGE**
  (Not shown.) Displayed during one-player games. Groove Points are used to determine your score (see page 7).
- **BONUS MESSAGE**
  (Not shown.) Different messages appear on screen at various times.

HOW TO PLAY

GAME RULES

- MATCH PLAY
  An elimination match lasts until one team completely drains the vitality of all fighters on the other team. The match is played in rounds. Any fighter who has won a round recovers vitality for the next round. The more time remaining at the end of a round, the more the fighter's vitality recovers.

- WINNING AND LOSING
  If a character's vitality runs out, the character is knocked out (K.O.'ed). If time runs out, the round will be decided and the team with more total vitality wins the round. The team that defeats all fighters on the opposing team wins the match.

- DRAW GAME
  A draw game occurs when both teams run out of vitality at the same time (double K.O.).

GAME SYSTEM

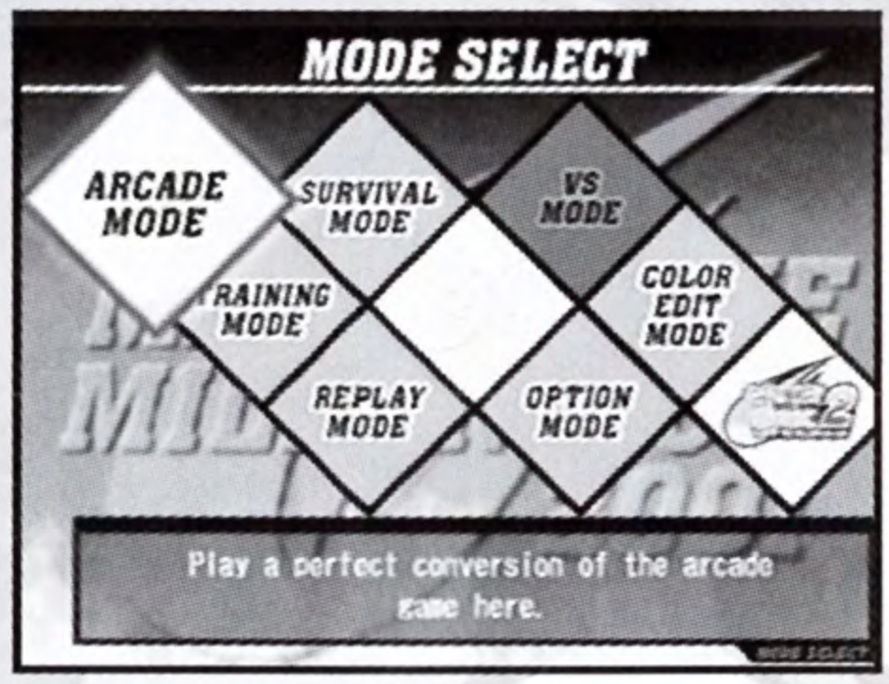
- GROOVE SYSTEM
  "Grooves" are the six fighting styles — C, S, A, N, P and K — that you can choose from before a match. Grooves affect the Groove Gauge in different ways. (See pages 12-15 for details.)

- FREE RATIO SYSTEM
  Each character has a Ratio Number that represents the character's strength. You can assign Ratio Points to your characters; the total must always be 4. For example, you can assign Ratio Points of 2 + 2, 1 + 3 or 1 + 1 + 2.

- GROOVE POINT SYSTEM
  Groove Points are used to determine the score in one-player games. During a match, the player's offensive and defensive actions are evaluated in real time. The ratings are SP (splendid), GD (good) and PR (poor). The rating affects the player's score upon winning a match.

GAME MODES

Press the START button in the Title screen to display the Mode Select menu. Choose a game mode with the directional buttons and confirm by pressing the **X** button.



ARCADE MODE

One- or two-player mode. Fight against CPU opponents in RATIO MATCH, 3-ON-3 MATCH and SINGLE MATCH (1-on-1).

SURVIVAL MODE

One-player mode. Play one fighter with limited vitality and attempt to defeat all opponents.

VS MODE

Two-player competition mode. Before each match you can adjust handicaps and select a stage. As in Arcade mode, you can choose from RATIO MATCH, 3-ON-3 MATCH and SINGLE MATCH. You can also save your replay data. You must connect two controllers to the Playstation 2 console to choose this mode.

TRAINING MODE

Practice Special Moves and Combos. Choose a character and sparring partner. During training, press the START button to display the Training menu, where you can adjust the following:

- **CONTINUE** – Resume the current training session.
- **RESTART** – Return to the beginning of the training session.
- **DUMMY SETTING** – Adjust settings for your sparring partner.
- **PLAYER SETTING** – Adjust settings for your character.
- **TRAINING OPTION** – Adjust training settings.
- **COMMAND LIST** – See your character's Special Moves commands.
- **CONTROLLER SETTINGS** – Adjust controller settings.
- **CHARACTER SELECT** – Return to the Character Select screen.
- **EXIT** – Return to the Mode Select screen.

COLOR EDIT MODE

Modify the characters' colors. **This mode requires a memory card.** After you select a character, the Color Edit screen appears. Each character has 15 color palettes. Use the directional buttons/left analog stick to adjust three color bars — Red, Green and Blue — to change colors in each palette.

You can save one color change for each character. To select your newly-colored character, press the START button in the Character Select screen when confirming your character choice.

Palette Controls

◀/▶ - Choose a palette.
■ button – Copy a palette.
▲ button – Paste a copied palette.
✕ button – Confirm a selection.
● button – Cancel a selection.

RGB Bar Controls

◀/▶ - Choose a bar.
▲/▼ - Change color tones.
■ button – Decrease the color tone of the RGB bar by 1 level.
▲ button – Increase the color tone of the RGB bar by 1 level.
✕ button – Confirm a selection.
● button – Cancel a selection.

In Color Edit mode you can also use the following options:

- **NAME** – Change the character's name displayed during gameplay.
- **DEFAULT COLOR** – Press ◀/▶ to choose the character's basic color.
- **CHARACTER CHANGE** – Return to the Character Select screen.
- **SAVE** – Save your edited color palette.
- **LOAD** – Load a previously saved color palette.
- **EXIT** – Return to the Game Mode screen.

REPLAY MODE

Record your match replay data in VS mode. **This mode requires a memory card.** After each match, a menu of options is displayed:

- **CONTINUE** – Fight another match.
- **REPLAY SAVE** – Save the match replay data. You can review the saved data in REPLAY DATA LOAD. (Saving replay data requires an additional 165Kb of free space in the memory card.)
- **EXIT** – Return to the Game Mode menu.
- **REPLAY DATA LOAD** – Review replay data previously saved. Choose a memory card slot to load from, and then choose a replay data file to load.

OPTION MODE

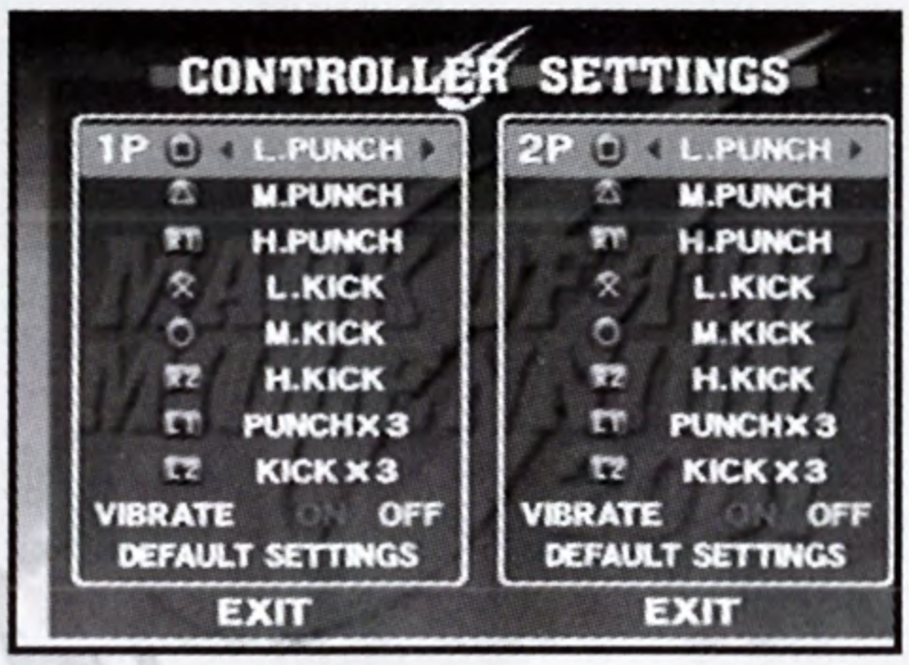
Adjust various game options. Select an option by pressing the directional buttons/left analog stick ⬆/⬇, and change the setting by pressing ⬅/➡. Press the **X** button to display a submenu.

GAME OPTIONS

- **DIFFICULTY** – Adjust the difficulty level for a one-player game.
- **TIME LIMIT** – Adjust the match time.
- **ROUNDS (1P/2P SINGLE)** – Adjust the number of rounds in SINGLE MATCH in Arcade mode.
- **DAMAGE LEVEL** – Adjust the damage level of attacks.
- **GAME SPEED** – Adjust the game speed.
- **QUICK SELECT** – Use a simplified Character Select screen.
- **QUICK CONTINUE** – Skip the Character Select screen when you continue. You will control the same character as in the previous match.
- **PLAYER 1/2 (VS)** – Select HUMAN or CPU to control the Player 1 and Player 2 characters in VS mode.
- **DEFAULT SETTINGS** – Reset all option settings to default status.
- **EXIT** – Return to the Game Mode menu.

CONTROLLER SETTINGS

- **CONTROLLER SETTINGS** – Reset the button assignments.
- **VIBRATE** – Turn controller vibration ON/OFF.
- **DEFAULT SETTINGS** – Return controller settings to default status.



SOUND OPTION

- Adjust sound settings and sample game sounds.

DISPLAY ADJUST

- **DISPLAY ADJUST**– Adjust the screen display range.
- **DEFAULT SETTINGS** – Reset the screen display settings to default status.

SAVE/LOAD

- **DATA SAVE** – Save your game data to a memory card. Saved data includes option settings, color palettes made in Color Edit mode and score rankings.
- **DATA LOAD** – Load saved game data from a memory card.
- **AUTO SAVE** – Turn the auto-save function ON/OFF. When AUTO SAVE is ON, your option settings and score ranking are saved automatically.

Note:

- Saving game data requires an optional memory card with 110kb or more of free space.
- Do not turn off or reset your PlayStation 2 or remove the memory card while saving or loading game data. Doing so may destroy the data on the memory card.

HISTORY

- See the score ranking for each game mode.

EXIT

- Return to the Mode Select screen.

GROOVES

C-GROOVE

SUPER COMBO LEVEL GAUGE SYSTEM

Your character's gauge will build up as you attack. You can charge the gauge up to level 3. Depending on the gauge level, you can perform three levels of Super Combos:

- Level 1 – Super Combo command + LP or LK button
- Level 2 – Super Combo command + MP or MK button
- Level 3 – Super Combo command + HP or HK button

The following actions are available with C-Groove:

- **DASH**
  Press ⬅⬅ or ➡➡.
- **TACTICAL RECOVERY**
  When your character is down, press LP + MP + HP simultaneously to delay your character's getting up.
- **ROLLING**
  Press LP + LK simultaneously. You can get your opponent's back by performing this near the opponent.
- **COUNTER ATTACK**
  Press ➡ + MP + MK (while blocking). You can counterattack immediately after blocking an attack.
- **AIR BLOCK**
  While in the air, press the directional button/left analog stick away from the opponent.

S-GROOVE

GROOVE GAUGE SYSTEM

You can charge the gauge by holding down the HP and HK buttons. When the Groove Gauge is full, your character's attack becomes more powerful for awhile and you can use a Super Special Move.

When your character's Vitality Gauge is low and blinking, you can use unlimited Super Special Moves. Also, when your character's Vitality Gauge is blinking and the Groove Gauge is full, you can use MAX Super Special Move.

The following actions are available with S-Groove:

- **RUN**
  Press and hold down ⬅⬅ or ➡➡.
- **TACTICAL RECOVERY**
  When your character is down, press LP + MP + HP simultaneously to delay your character's getting up.
- **DODGE**
  Press LP + LK simultaneously to quickly dodge an opponent's attack.
- **COUNTER ATTACK**
  Press ➡ + MP + MK (while blocking). You can counterattack immediately after blocking an attack.
- **SMALL JUMP**
  Press ⬊ or ⬆ or ⬋ to perform a shorter-than-normal jump.

A-GROOVE

CUSTOM COMBO GAUGE SYSTEM

The gauge will build up as you attack. You can perform a level 1 Super Combo by using 50% of the gauge. When the gauge is full, you can perform a Custom Combo by pressing HP + HK simultaneously.

The following actions are available with A-Groove:

- **DASH**
  Press ⬅⬅ or ➡➡.
- **SAFE FALL**
  Press all LP + MP + HP simultaneously as your character is falling.
- **ROLLING**
  Press LP + LK simultaneously. You can get your opponent's back by performing this near the opponent.
- **COUNTER ATTACK**
  Press ➡ + MP + MK (while blocking). You can counterattack immediately after blocking an attack.

N-GROOVE

ADVANCED POWER GAUGE SYSTEM

The gauge will build up as you attack. When the gauge is full, you gain one charge of Super Special Move. You can accumulate up to three charges of Super Special Move.

Also, you can perform Power MAX by pressing HP + HK simultaneously. When your character is in the Power MAX condition, your attack becomes more powerful. If you have any charges of Super Special Moves when your character is in the Power MAX condition, you can perform a MAX Super Special Move.

The following actions are available with N-Groove:

- **RUN**
  Press and hold down ⬅⬅ or ➡➡.
- **SAFE FALL**
  Press all LP + MP + HP simultaneously as your character is falling.
- **ROLLING**
  Press LP + LK simultaneously. You can get your opponent's back by performing this near the opponent.
- **COUNTER ATTACK**
  Press ➡ + MP + MK (while blocking). You can counterattack immediately after blocking an attack.
- **COUNTER MOVEMENT**
  While blocking, press ⬅ or ➡ + LP + LK. You can move forward or backward immediately after blocking an attack.
- **SMALL JUMP**
  Press ↘ or ⬆ or ↖ to perform a shorter-than-normal jump.

P-GROOVE

- SUPER COMBO GAUGE SYSTEM
  The gauge will build up as you attack or perform a Parry (see page 15). When the gauge is full, you can perform a level 3 Super Combo.

- **PARRY**
  The moment you get hit by an opponent, press the directional button/left analog stick toward the opponent if it is an upper attack, or press ⬇ if it is a lower attack. If you perform a Parry successfully, you will have the advantage of attacking first. You can also perform a Parry in the air.

The following actions are available with P-Groove:

- **DASH**
  Press ⬅⬅ or ➡➡.
- **SAFE FALL**
  Press all LP + MP + HP simultaneously as your character is falling.
- **SMALL JUMP**
  Press ↘ or ⬆ or ↙ to perform a shorter-than-normal jump.

K-GROOVE

- **RAGE GAUGE SYSTEM**
  The gauge will build up as you get attacked or perform Just Defense (see below). When the gauge is full, your character will be in Rage MAX condition for awhile. During Rage MAX, your character's attacks become more powerful and you can perform a MAX Super Special Move.
- **JUST DEFENSE**
  Just Defense is a technique for blocking an opponent's attack.
  To perform it, wait to block until just before the attack touches your fighter. If you perform Just Defense successfully, your character will not be hit back, or take Guard or Guard Crash damage.
  Also, your character can move earlier.

The following actions are available with K-Groove:

- **RUN**
  Press and hold down ⬅⬅ or ➡➡.
- **TACTICAL RECOVERY**
  When your character is down, press LP + MP + HP simultaneously to delay your character's getting up.
- **SMALL JUMP**
  Press ↘ or ⬆ or ↙ to perform a shorter-than-normal jump.

COMBAT TIPS

UNDERSTAND THE GROOVE SYSTEM!

The six Grooves have very different characteristics. Even the same character has very different strategies depending on the Groove. Try out each Groove and find the one that suits you best!

KNOW YOUR CHARACTER!

You cannot fight well unless you understand what actions your character can do. Try to remember your character's Special Move commands, normal move effects, Combos, etc. Practice Combos repeatedly so you can use them quickly in the real match!

KNOW YOUR OPPONENT'S CHARACTER!

If you know what kind of actions your opponent does, you will know how to react to them. Try out characters you don't normally use to learn what they can do. This helps you fight more effectively when you fight against them!

WIN A CAPCOM VS. SNK 2 ARCADE MACHINE!

Enter to win your very own **CAPCOM VS. SNK 2** arcade machine. Check out www.capcom.com for complete details. No purchase necessary. One lucky grand prize winner will win a **CAPCOM VS. SNK 2** arcade machine. Ten first prize winners will receive a copy of **CAPCOM VS. SNK 2** for PlayStation®2 and 25 second place winners will receive a limited edition **CAPCOM VS. SNK 2** T-shirt.

Entrants can also send a 3x5 card with name, address, phone number, email address and age to **CAPCOM VS. SNK 2 Arcade Sweepstakes**, 475 Oakmead Parkway, Sunnyvale, CA 94085.

One entry per person. All entries must be received by January 31, 2002. Capcom assumes no responsibility for entries that are late, illegible, misdirected or incomplete. Void where prohibited.

NOTES

GET SET for the ULTIMATE BATTLE of the MILLENNIUM with the

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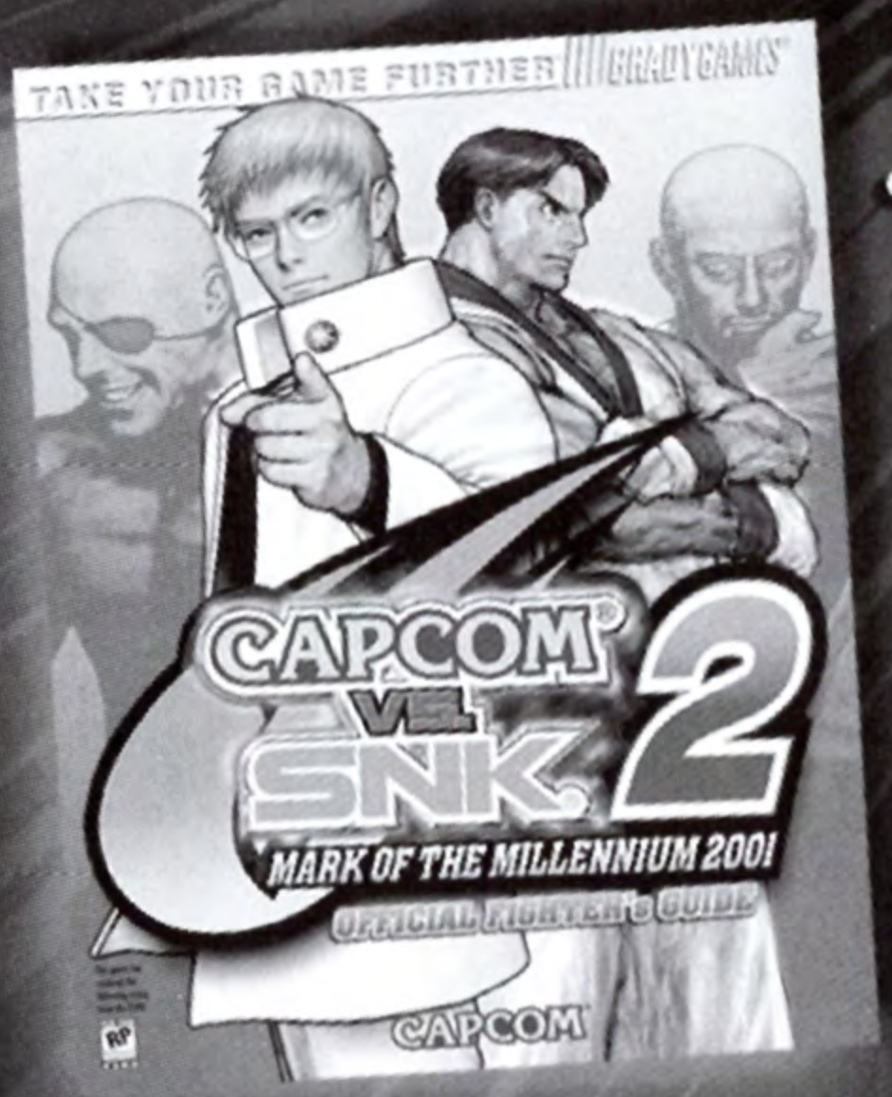
MARK OF THE MILLENNIUM 2001

OFFICIAL FIGHTER's GUIDE from BradyGames®!



- **COMPLETE COVERAGE** of all characters, including the new and hidden characters and the two bosses.
- **COMPREHENSIVE LISTS** of each fighter's moves, combos, and profiles.
- **GAME SECRETS** revealed!

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